VGA® USER'S GUIDE

Cirrus 542X

P/N:58542XXXXX
Printed in Taiwan

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Introduction

Congratulations on your purchase of the Windows Accelerator VGA Card.
This Card bring you several feature as following:

- Hardware and BIOS compatible with IBM VGA display standard.
- High performance write buffer architecture.
- Hardware cursor up 64 x 64 pixels.
- Enhanced BLT Engine for GUI acceleration.
- Dot clock up to 80 MHz provides non-interlaced resolution up to 1024 x 768 x 256 colors at 72 Hz.
- Flexible host interfaces including VESA VL-BUS.
- Integrated Palette DAC and Dual frequency Synthesizer enable two- device VGA solution.
- Support for wide variety of display memory configurations up to 2 Mbytes.
- Footprint compatibility within family allows upgradability.
- Video Overlay and Color Key support.
- Power - saving Mode.
- Built - in feature connector support (VESA/VGA pass-through connector).
- Low - power , sub-micro CMOS process.
- pin QFP package.

Drivers/Utilities Installation

The installation utility is provided to facilitate the smooth installation of the display drivers and utility software. The installation program is menu-driven and allows you to select and install only those display drivers for software and applications currently in use. It is important to note that some display drivers need to have the associated vendor's application program already installed on the system prior to loading the display drivers. In other cases, the loading of the display driver may be an integral part of the vendor's product installation process.

The installation utility is located on one of the enclosed. To install the desired display drivers and utilities, insert the diskette into the A:drive, type

A:\> INSTDRV [Enter]

Follow the instructions on the screen to install the listed display drivers. At any time you may press (Esc) to abort the installation process and go back to DOS . Selected drivers are simply copied to the specified disk and directory.

Utility software

Several utility programs are supplied with you Cirrus Logic VGA. The following section describes these utilities and how to use them.

CLmode is a program supplied with your Cirrus Logic VGA to configure it's various options.

SetRES lets the user change the operating resolution and the number of colors from within windows.

The Display Power Manager for Windows 3.1 provides a mechanism to control the amount of power used by a computer's monitor.

CLmode

The CLmode utility allows the user to configure the panel options, define the type of monitor attached, and set the video modes supported by the Cirrus Logic VGA.

Using CLmode's menu-driven interface

At the DOS prompt type:

CLMODE[Enter]

The main pop-up window consists of a number of buttons. Each button represents a different option or menu. The underlined letter of a button name specifies the hot key combination for that item. For example, press the [Alt] and the underlined letter keys simultaneously or just the underlined letter key to select an option. Note that to use a mouse, a mouse driver should be installed prior to running the CLmode utility in order to use the mouse pointer for button selection.

Choosing the attached monitor type

Selecting the proper monitor type will allow the Cirrus Logic VGA to display the highest quality output that it is capable of with the attached monitor. The monitor type determines what video modes will be available to your system. It will also determine the vertical refresh rates available. Generally, the higher the refresh, the better the screen will look. A description of the available monitor types is given in the table at the end of this section.

Select the Monitor Type button. The Monitor Type setup window will be displayed. The current monitor type will be highlighted initially. Use the cursor keys or the mouse to choose the type of monitor attached. Selecting the **Advanced** monitor type will enable you to customize the monitor timings for the monitor you are using.

To customize the monitor timings, use the mouse or the tab key to select the gray **Set Advanced** button. It will only be available if the Advanced monitor type is

selected. This will bring up a new dialog box with drop down menus for each available resolution. Select the desired refresh rate for each resolution. Consult the manual for your monitor to discover the correct rate. When all of the settings are correct, select the **OK** button. If there are any problems or you change your mind, select the **Cancel** button.

Before saving the new monitor type, you may want to select the **Verify** button to view each of the new video timings that you have selected to verify that they are compatible with your monitor. After each test screen is displayed, press [Enter] or the left mouse button to see the next video mode. If there is a problem, press [Esc] or the right mouse button will return you to the Monitor Type Setup dialog box. Try a slower setting for the resolution that did not work and try verifying your choices again.

Once you are sure that everything is correct, press the **Save** button to set the new monitor type. Press the **Cancel** button to discard any changes. Press the **Help** button to get a detailed explanation on the monitor types and the VGA refresh rates.

On some systems the monitor type will be remembered from one session to the next. To test this, select a monitor type and exit the CLmode program. Turn the computer off for ten seconds. After rebooting the computer, run CLmode and verify whether or not the monitor that you selected is still enabled. If it is, it should not ever need to be set again in normal use. If the monitor type was not kept then you should select the option to have CLmode save the monitor type in your AUTOEXEC.BAT file. You will be given this choice after selecting the **Save** button.

Available video modes

Select the Video Modes button. The **Video Modes Preview** window displays all the modes supported according to the monitor type attached and the amount of video memory present. This list of video modes will tell you which are available in your current configuration for use with extended resolution drivers. To see what different video modes look like on your monitor, select the **Preview** button. After each test screen is displayed, **press** [Enter] or the left mouse button to see the next video mode. If you don't want to see any more video modes press [Esc] or the right mouse button will return you to the **Video Modes Preview** window.

Centering adjust

Centering is available while in **Video Modes Preview** (only for extended Graphics modes 58h and greater). While in Preview, you have the option to use the **Right/Left/Up/Down** arrow keys to adjust your screen accordingly. The screen adjustments have redefined limits, and in some cases, the limit for the right side adjustment for some modes will have already been reached when entering the Preview mode. In that case, no right side adjustment will be allowed. Once a mode has been adjusted, the new values for horizontal and/or vertical positioning are saved within CLmode. When exiting from CLmode, you are prompted on whether you want to save these new parameters to TSR (CENTER.COM). If you choose to do this, the values to

be used for the adjusted modes are stored in CENTER.COM on exit. CENTER.COM can then be loaded outside of CLmode. Once this is accomplished, all the modes which you have adjusted will be the active modes set when that mode request is made. To unload CENTER.COM, you must change the MONTYPE currently set in CLmode. This will unload CENTER.COM and uninstall all centering adjustments previously redefined. To save new centering adjustments for a different MONTYPE, repeat the above procedure as before. Your new adjustments will be written into CENTER.COM over the previously defined adjustments.

An additional adjustment for monitor SYNC POLARITY is also available while centering is active. To adjust the polarity of the current mode, simply press the **PgUp** or **PgDn** keys (while in Preview) to cycle through the available options, (Vertical Sync Polarity/Horizontal Sync Polarity):

+/+, +/-, -/+, -/-

Note : Centering will not be allowed if CENTER.COM has been loaded. You must unload CENTER.COM before attempting to save new adjustments.
Limitations: You may only adjust and save 16 modes at a time to CENTER.COM. You must use BIOS version 1.30 or greater or centering will not be made available.

Retrieving the current VGA controller status

The information in the main window displays the VGA controller type, the BIOS version number and the amount of video memory present.

Getting help

CLmode provides Help for the following items: Configuration, Monitor Type, Video Modes, Mouse, Keyboard and About CLmode. The Configuration help window explains the flat panel configuration options. The Monitor Type help window explains the different capabilities of each monitor type. The Video Modes help window defines the information given in the Video Mode window. The Keyboard and Mouse help windows explain how to use the keyboard and the mouse to make selections. The About window displays the Cirrus Logic copyright message and the CLmode version number.

Exiting the CLmode

To exit CLmode at any time, press the [Alt] and [F4] keys simultaneously, or click the left mouse button on the system button of the main window (i.e., the top left corner button of the window which is shown as a dot), or select the **Exit** button. When the CLmode utility exits, the current video mode, monitor type, and VGA refresh rate will be displayed.

Using CLmode's command line options

When command line options for CLMODE.EXE are given at the DOS prompt, the menu-driven
1. windows will not be displayed. Instead, configuration, monitor type, video mode and refresh rate will be set at the DOS prompt. The command line options for CLMODE.EXE are listed below:

CLMODE {modenum} {m{montype} | {s n} }[Enter]

Where:

{modenum} mode number
{montype} monitor type
Valid monitor types:
0 VGA
1 8514
2 Super VGA
3 Extended Super VGA
4 Multifrequency
5 Extended Multifrequency
6 Super Multifrequency
7 Extended Super Multifrequency

{montype}	monitor type
t6=x(Hz)	640x480 @ (0 = 60, 1 = 72)
t8=x(Hz)	800x600 @ (0 = 56, 1 = 60, 2 = 72)
t1=x(Hz)	1024x768 @ (0 = 87i, 1 = 60, 2 = 70)
t2=x(Hz)	1280x1024 @ (0 = 87i, 1 = Not available)
s	List status information.

For example, to set video mode 3:
CLMODE 3 [Enter]
For example, to select custom monitor timings with 640x480 at 60Hz and 800x600 at 72Hz refresh type:
CLMODE t6=0 t8=2 [Enter]
Typing an invalid option will display the command line help text. Typing [S] as a command line option will display the current CLmode settings.
On the next page is a table of common monitor types and their associated values.

Monitor Type	Examples	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	Display Resolutions
0	IBM 8512, 8513, 8503	31.5	60	640x480
1	IBM 8514, 8515	31.5 / 35.5	60 43.5	640x480 1024x768 (interlaced)
2	NEC 2A	31.5 / 35.2	60 56	640x480 800x600
3	NEC II	31.5/ 35.2 /35.5	60 56 43.5	640x480 800x600 1024x768 (interlaced)
4	NEC 3D	31.5/ 37.8 /37.8	60 60 43.5	640x480 800x600 1024x768 (interlaced)
5	Sony CPD-1304, NEC 3FGx, Nanao 9065S, 9070U	31.5 48.0 48.0 / 48.0	60 72 60 43.5	640x480 800x600 1024x768 1280x1024 (interlaced)
6	NEC 4D, 4FG, Nanao T240i	31.5 48.0 56.0 / 48.0	60 72 70 43.5	640x480 800x600 1024x768 1280x1024 (interlaced)
7	NEC 5D, 5FG, 6FG, Nanao T550i, T560i, T660i, F550i, F750i,	31.5 48.0 58.3 / 48.0	60 72 72 43.5	640x480 800x600 1024x768 1280x1024 (interlaced)

Table 2: Monitor type examples

SETRES

The SetRES utility runs under Windows 3.1 and allows the user to change the screen resolution, number of available colors, and to select either large or normal size fonts and system resources.

After new options have been selected, the user can either immediately restart Windows, in which case the new resolution will take effect immediately, or continue working in the current resolution, in which case the new resolution will take effect the next time Windows is started.

This application assumes that the Windows drivers have been correctly installed and configured using Windows Setup.

Installation

1. Start Windows.
2. In the **Program Manager,** choose **File Run.** Specify the diskette drive where the Windows Drivers and Utilities Diskette is inserted, and run the install program. For instance if the floppy is in drive A:, type A:\INSTALL[Enter]
3. When prompted, specify the Windows directory.
4. Install and configure the actual Windows driver following the instructions in the Windows 3.1 section of this manual.

   SetRES may now be run by selecting the **SetRES** icon. The first time that you run **SetRES**, the settings for the current driver won't be correct, but go ahead and set them once, and they will be correct from then on.

   If you are unsure what resolutions and colors your video card can support, refer to the section of this manual on CLmode for information on how to determine available resolutions.

   For help on the SetRES utility, select **Help** from the program menu.

Power management screen saver

About the screen saver

The Display Power Manager for Windows 3.1 provides a mechanism to control the amount of power used by a computer's monitor. It provides a total of 5 levels of power savings.

The first level is a conventional screen saver that turns the screen black and bounces a logo around. The black screen provides substantial power savings and the animation lets you know that the computer is still active.

The other four levels of power savings are...

Reduced on mode - Reduced on mode is an optional power saving state that allows the computer to use some power savings while still fully operational. Currently

this is limited to some portable computers that can lower the power usage on their LCD displays. This causes some degradation of display quality.

Stand by mode - Stand by mode is an optional power saving state that gives minimal power savings, but provides the fastest recovery time. It is enabled by blanking the screen and lowering the horizontal rate to less than 10 Hz with less than a 25% duty cycle. There is no change to vertical timing.

Suspend mode - Suspend mode is a mandatory state in which substantial power savings are achieved by the display. The trade off is that recovery times are longer than from stand by mode. It is enabled by blanking the screen and lowering the vertical rate to less than 10 Hz with less than a 25% duty cycle. There is no change to horizontal timing.

Off mode - Off mode provides the highest level of power savings and the longest recovery times. With this mode the display is actually turned off so that recovery times are equivalent to switching the monitor on. It is enabled by blanking the screen and lowering both the horizontal and vertical rates to less than 10 Hz with less than a 25% duty cycle.

They match the power saving modes defined by the VESA VBE/PM (see below) standard. As you move down from one mode to the next, the amount of power being saved is greater, but so is the amount of time that it takes for a monitor to recover and be ready to display data.

The screen saver will cycle through all of the selected power saving modes one after another until the maximum selected power saving mode has been reached. The number of minutes that is specified for each level is the number of minutes after the previous mode has been enabled. It is not the total time before entering that mode.

Please refer to your Windows Users Guide for information on how to install screen savers in Windows.

PM.EXE

BIOS versions prior to v1.40 do not include the function calls required to fully support the Display Power Management screen saver. To use these BIOSs with power management software requires that PM.EXE be excited before starting Windows 3.1. To run PM.EXE type

C:\WINDOWS\PM[Enter]

Where C:\WINDOWS is the directory where Windows 3.1 is installed on your computer. For convenience, PM.EXE MAY BE PUT INTO YOUR AUTOEXEC.BAT FILE.

Special considerations

Some of these power saving modes are intended for specific display types, so not all of them are available on all video controllers. On some controllers, only the animated logo will be available.

For the power saving modes to have any effect beyond just blanking the screen, the monitor being used must have specific power saving features.

Note that if the screen saver is in any of the power saving modes, moving the mouse will not wake it up. This is different from normal screen savers and is used to keep the monitor from waking up because of accidents such as bumping the desk that the computer is sitting on. This is especially important if the password option is enabled, since once the password dialog box pops up, it stays there until the user turns it off. This is a limitation of the Windows 3.1 screen saver interface.

Using the screen saver

When the screen saver is started, it will initially display a bouncing logo on a black background. To enable additional levels of power savings, select them from the **Screen Saver Mode** section of the Setup dialog box.

Screen saver mode

The **Screen Saver Mode** section has four check boxes in it. They are reduced On, standby, Suspend and Off. The screen saver detects the type of graphics controller that is being used and the types of power savings that it is capable of.

If the text immediately to the right of any of the check boxes is grayed out, that option is not available. If a power saving mode is available, then the text immediately to the right of the check box is black. If the box is selected with the mouse or the keyboard, the rest of the fields on the line will also turn black. If the check box is deselected, the other fields will turn gray.

The minutes field for each line can be changed only if the check box for that line is selected. The amount of time can be set for any number between 1 and 60. The number can either be typed directly, or by clicking on the up or down arrow next to the number. Holding the mouse button down on the arrow will quickly increase or decrease the minutes field.

The number of minutes that is specified for each level is the number of minutes after the previous mode has been enabled. It is not the total time before entering that mode.

Screen saver animation speed

The scroll bar controls how fast the animation moves. The checkbox controls whether or not a bouncing sound will be played whenever the logo hits an edge of the screen.

Password options

If the password checkbox is enabled, then the screen saver will prompt the user for a password before it quits. The password is the same one that is used for other Windows 3.1 screen savers.

The Energy Star program

Energy Star is a program created by the EPA to promote energy efficiency. The goal of this program is to lower electricity usage by making computers and related hardware more energy efficient.

Computers currently use an estimated 5% of commercial electricity consumption. If no actions are taken, this could rise to 10% by the year 2000. Ironically, much of this electricity is wasted. Research shows that the vast majority of time personal computers are on, they are not actively in use. Additionally 30% - 40% are left running at night and on weekends.

Electricity generation accounts for 35% of all U.S. emissions of carbon dioxide - the most prevalent greenhouse gas. It also accounts for 75% and 38% of all U.S. emissions of sulfur dioxide of nitrogen oxides respectively - the two pollutants most responsible for acid rain.

By using more energy-efficient equipment in our homes, offices and factories, we can reduce this pollution - while saving money.

The Energy Star logo is used to mark computers, peripherals and software that have adopted the EPAs power saving guidelines.

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Display drivers

The CIRRUS LOGIC video controller is 100% VGA compatible. The display drivers described in this manual are supplied to improve the resolution for each supported software application package. It can support improved text resolution, providing greater readability when using the supplied drivers in text-based word processing programs. It also supports higher graphics resolutions, providing greater detail when using the supplied drivers in graphics-based programs.

In each application section, there will be a brief introduction describing the application and the revision level of the application supported by the supplied display drivers.

The installation instructions for each display driver will follow the introduction section. Follow the instructions carefully to be sure that each display driver is correctly installed. All of the installation instructions assume that the CIRRUS LOGIC Driver Diskette is located in drive A:. If drive B: is used, the instructions should be changed appropriately.

The installation utility (INSTALL.EXE) should be used to copy display drivers directly to the appropriate application directories where they may be configured by the application software.

Before you begin

Not all video modes will be available on all systems. If an extended mode driver is installed for a video mode that is not available, the application program will not function properly. There are a number of things that determine the list of available video modes. Some of these include the current monitor type, the amount of installed memory, and the revision of the VGA controller. To determine which modes are available before beginning the driver installation, it is recommended that the user run the CLmode program and examine the list of available video modes.

Microsoft Windows 3.1

Before upgrading from a previous release

Before installing the new drivers you should use Windows Setup to select the VGA or SUPERVGA video driver so that when you install the new drivers, there is no chance of overwriting the driver that Windows is using to control your screen. Next go to the system directory, and find a file that is named 'OEM?.INF' where the question mark is a number. There may be more then one of these. They (it?) are the different OEMSETUP.INF files that have been used to configure Windows for different devices. Using a text editor, such as Notepad or Edit, look at them until you find the one that is for the previous version of the CIRRUS LOGIC video drivers and delete it. This is not completely necessary, but if you don't delete old files the drop down box for Setup soon becomes very cluttered with different versions of the same files. Also, in many cases the old files have been overwritten by newer ones, so no longer exist anyway.

Installing Windows 3.1 display drivers

If you haven't already installed the SetRES utility program, these instructions will install a single driver for a single resolution. If you want to be able to easily switch between different resolutions, you should install SetRES before this procedure.
To install the Windows 3.1 drivers from the DOS prompt, proceed as follows:
You will see the list of drivers and their associated resolutions, such as:
The drivers files need to decompress before the drivers install.Following is
The drivers decompress instruction:
TYPE:

INSTDRV[ENTER];in the drivers disk.

Then the installation program will ask the directory,please designate sub-directory to your directory, such as:

C:\Cirrus\windows

The installation program will copy the files to your designate sub-directory.

Start windows setup:

(1) Start Windows(need at standard VGA mode).
(2) In the Program Manager, choose File Run.
Specify the Windows Drivers's directory, and run the install program. For instance if the directory in C:\Cirrus\windows, Type
C:\CIRRUS\WINDOWS\INSTALL [ENTER]
(3) When prompted, specify the windows directory. The windows drivers will copy into windows directory, then create a Setres icon on windows screen.
(4) Run Setres program to select resolution and colors.

AutoCAD Rel 11/12 AutoSHADE and 3D Studio

* To configure AutoCAD 12

The drivers files need to decompress before the drivers install.Following is the drivers decompress instruction :
TYPE :

INSTDRV[ENTER];in the drivers disk.

Then the installation program will ask the directory,please designate sub-directory to your directory, such as :

C:\ACAD\DRV

The installation program will copy the files to your designate sub-directory.
Begin AutoCAD with the reconfigure switch by typing

ACAD -R[Enter]

Choose option 3, Configure Video Display from the AutoCAD configuration menu.
Type Y at the Do you want to select... message to display the available video options for AutoCAD.
Select TurboDLD Classic by Panacea Inc. from the list of display options.
If you chose to install TurboDLDClassic into a sub-directory other than ACAD\DRV, be sure to modify the ACADDRV environment variable to include that sub-directory. Otherwise, the TurboDLDClassic selection will not appear in the list of available drivers.

* To configure AutoCAD 11/386

1) The drivers files need to decompress before the drivers install.Following is the drivers decompress instruction:
TYPE:
INSTDRV[Enter];in the drivers disk.
Then the installation program will ask the directory, please type
C:\ TURBODLD [Enter]
2) Change directory to your TURBODLD sub-directory.
Use the install program to decompress the TurboDLDClassic to your TURBODLD
sub-directory , please type:
INSTALL.EXE [Enter]
3) Run the FASTACAD.BAT that was copied to the TurboDLDClassic sub-directory by typing:
C:\TURBODLD\FASTACAD[Enter]
The above example shows that TurboDLDClassic was installed on drive C: in the TURBODLD sub-directory. Start
AutoCAD and reconfigure it to use TurboDLDClassic by selecting option 5, Configure
AutoCAD from the AutoCAD main menu. From the next menu, select option 3, Configure
Video Display. Choose Item 1, P386 ADI 4.0/4.1 (R11) as your display device.
(For more information, see your AutoCAD 'Installation and Performance Guide.')

* Configuring AutoShade, 3D Studio and AVE Render

* AutoShade

1) The drivers files need to decompress before the drivers install.Following is the drivers decompress instruction:
TYPE:
INSTDRV[ENTER];in the drivers disk.
Then the installation program will ask the directory, please type:
C:\ TURBODLD [ENTER]
2) Change directory to your TURBODLD sub-directory. Use the install program to decompress the TurboDLDClassic to your TURBODLD sub-directory , please type:
INSTALL.EXE [ENTER]
3) To configure AutoShade v2.0 to use TurboDLDClassic, first run the FASTACAD.BAT file from your TurboDLDClassic sub-directory to set the AutoShade environment variables. Next, start AutoShade with SHADE /R[Enter], which will allow you to reconfigure AutoShade. For the display device, select P386 Autodesk Device Interface display driver, and for the rendering display

select the P386 Autodesk Device Interface rendering driver. If you are running the display and rendering screen on the same monitor (i.e. single monitor), make sure to tell AutoShade this. A single monitor approach will require a redraw of the display screen after a rendering screen.

Next, follow the same installation steps that were used to select the graphics board and
display and rendering resolutions for AutoCAD.

* 3D Studio release 1.X & 2.X & 3.X

Configuring 3D Studio requires three steps. First, you need to set the environment variables for 3D Studio by running the PANA3DS.BAT file that was copied into your TurboDLDClassic sub-directory. Next, edit the 3DS.SET file, located in your 3DS directory. The following three lines may be changed to use the RCPADI rendering driver. Locate the lines that begin with

RENDER-DISPLAY
MAIN-DISPLAY
MATERIAL-DISPLAY

and change them to read

RENDER-DISPLAY=RCPAADI
MAIN-DISPLAY=RCPADI
MATERIAL-DISPLAY=RCPADI

Make sure to remove the ';' or any spaces that may be present at the beginning of the line.

It is only necessary for the RENDER-DISPLAY line to be set to RCPADI in order to render at high resolution. If you do not need a high resolution main display screen or if you will not be using the materials editor, you may keep MAIN-DISPLAY and MATERIAL-DISPLAY set to their defaults.

For 3D Studio 1.x, there is no RENDER-DISPLAY line. The corresponding line is DEFAULT-DISPLAY and should be changed to read DEFAULT-DISPLAY="RCPADI"

The quotes around RCPADI must be used for this version of 3D Studio. The MATERIAL-DISPLAY should only be configured for RCPADI when BOTH the Display AND Rendering Resolutions of TurboDLDClassic are configured for 256 color resolutions. An unpredictable Materials Editor screen will appear if anything other than 256 colors is selected. If you are unsure about the function of the Materials Editor screen, use the Materials Editor as VGA, you should not have any problems at all. Please note too, that the use of the Materials Editor will not give you any more colors to choose from. Save the above changes and start 3D Studio to begin the last part of the configuration procedure. From your 3D Studio directory, delete the file 3DADI.CFG by typing

DEL 3DADI.CFG[Enter]

This will cause 3D Studio to start in its reconfiguration mode. Start 3D Studio by typing 3DS[Enter].

During the 3D Studio reconfiguration start-up, you are prompted with a series of questions. After the first 3D Studio question appears and is answered, the TurboDLDClassic configuration program will appear. Select a graphics board and display and rendering resolutions as you would for AutoCAD use. Because RCPADI device drivers, by definition, are combined display and rendering devices, during 3D Studio reconfiguration, you will be brought to the TurboDLDClassic configuration menu more than one time, once each for Display and Rendering. It is not necessary to select display and/or rendering resolutions a second time. Simply press the [Enter] key to remove the help screen and then highlight Save and Exit to continue to the next question. Also if FASTACAD.BAT is used instead of PANA3DS.BAT to define the AutoCAD operating environment, the TurboDLDClassic configuration menu will also appear for RDPADI and DSPADI devices if they are present.

* 3D Studio v3.X

Panacea's TurboDLDClassic drivers will run with 3D Studio release 3.X. Please use 3D Studio's default RCPADI VIBRANT GRAPHIC DRIVER CONFIGURATION. Follow the Vibrant Graphics Configuration Program Setup Procedures that are found in your 3D Studio 3.X Installation Manual for ADI 4.2 Drivers.

From your Turbodld Subdirectory run PANA3DS.BAT to set the 3D Studio environment settings.

* Run 3DS VIBCFG.

During Configuration for Vibrant Graphics there will be four categories, Main-Display, Materials-Display, Render-Display, and Flip Playing. For these four categories set RCPADI.

When Vibrant Graphic settings are complete click OK to exit and save settings. The Setup for Turbodld Classic Drivers will then commence. Follow the menus to Setup Display and Rendering Screen. Save and Exit to 3D Studio. Please note that the out of the box CIRRUS LOGIC drivers that are supported in 3D Studio release 3.X are supplied and maintained by Autodesk. TurboDLDClassic only provides still rendering support for 3D Studio. TurboDLDClassic will not play back rendered .FLI or .FLC files. This is a limitation of 3D Studio. The Mapping Icon colors, which are usually yellow and green, will appear as black when using any external ADI driver. Also, 3D Studio has problems with large fonts. It is recommended that you use the default font settings.

GEM/3, Lotus123 , Ventura Publisher, MS word, WordPerfect WordStar :

Please refer to Installation Help file for information on how to install display drivers in your application software . The Installation Help file need to decompress . As below:

TYPE:
INSTDRV[ENTER];in the drivers disk.

Then the installation program will ask the directory, please designate sub-directory to your directory, such as:

c:\Cirrus\help

The Installation Help file will copy the files to your designate sub-directory, Please into the sub-directory, then run "LIST.COM" and select your application software to view the drivers installation procedure.